

Rules of the game

Background to the game:

You win Monopoly® by making all the other players bankrupt and accumulating as many possessions as possible for yourself. The right of the strongest is taught to us already at a very young age. Sure - you can make it with such a strategy. One look into the history books or at the current situation tells us a lot. But what if you think differently? Is it possible to play "Anti-Monopoly"? Does it work? Can we - just a thought - be strong together? Can we be rich together? Can we protect ourselves from exploitation? All without harming anyone else?

These are the very questions that this game is about. It is astonishingly close to reality, with different goal-oriented strategies and offering valuable insights. The game is based on the one hundred-year old idea of Rudolf Diesel: Solidarity.

The aim of the WIRKAFT game:

The aim of the game is to aspire to achieve all 4 goals of life. These are symbolised by the objective cards entitled FAMILIE (family), KONSUM (consumption), FRIEDEN (peace) and PARTNER (partnership). They can be activated one by one in any desired order by paying the price indicated in the star on the lower left side of the card.



Explanation: The objective cards are initially inactive when you receive them - you see the goals you would like to achieve laid out in front of you. You achieve a goal and activate the card when you pay the amount of Taler (currency of the game) shown on the lower left side of the card. Activated objective cards are marked with the green marking stone (triangle with a „W“).

Preparation for the WIRKRAFT game:

As shown in the picture on the bottom of the box, everyone is given the following:

- **objective cards** FAMILIE (family), KONSUM (consumption), FRIEDEN (peace), PARTNER (partnership) **4**
- **company cards** ERNÄHRUNG (nutrition), GESUNDHEIT (health), KOMMUNIKATION (communication) **3**
- **Taler** (currency of the game) **5**

When there are fewer than 4 players, the remaining objective cards stay in the packaging.

The oldest player manages the "cash register" separately from his/her own money.

The following picture explains what the different symbols and numbers represent on the cards:

Titel der Karte: Name und Bild der Unternehmenskarte

Gruppe:
Das Symbol
steht für die
Gruppe der
Karten



BILDUNG



4

Würfelzahl:
Bei dieser
Zahl wird
diese Karte
aktiv

Preis:
So viele Taler
kostet diese
Karte

2

Erhalte bei jeder **4** aus der Kasse 1 Taler.

Funktion:
Erklärung,
was die
Karte
bewirkt



Playing the game:

- T
The youngest player begins by rolling the dice.
- E
Every player starts with only one dice. In the beginning, you can only roll a number between 1 and 6. Once you have activated the objective card PARTNER (partnership), you can decide in every round if you would like to roll only one or two dice. If you roll two dice, both numbers count and have to be added up. For example, if you roll a "1" and a "3", this gives "4".
- T
The 3 company cards ERNÄHRUNG (nutrition), GESUNDHEIT (health) and KOMMUNIKATION (communication) that you receive as a present in the beginning are immediately active and can be used.
- A
After rolling the dice, first you meet all your obligations towards the other players **equally**. If you do not have enough money to meet all obligations, the claims of the other players against you expire.
- T
The number you have rolled decides which company card generates revenue. When the number rolled is equal to the number on the upper right side of a card, the card gets activated for this round and the text that is written on the card has to be executed - see FINANZMINISTER (minister of finance).



- W
With some company cards you only receive revenue when you have rolled the number written in the cube on the top right side of the card, for example SICHERHEIT (security). With other company cards every player receives revenue when any player rolls the number of the card, for example GESUNDHEIT (health).



SICHERHEIT




2 Erhalte aus der Kasse 1 Taler, wenn du **3** oder **4** gewürfelt hast.



GESUNDHEIT




1 Erhalte bei jeder **2** aus der Kasse 1 Taler.



WIR-KRAFT




0 Wenn BÜRGSCHAFTSBANK und ANLEGER aktiv sind, dann erzeugt jede WIR-KRAFT bei jeder **10** oder **11** neue Taler. So viele Taler wie ein neuer Wurf mit zwei Würfeln.



ANLEGER




3 Finanziere WIR-KRAFT-Unternehmen und BIENENSTÖCKE. Erhalte dafür bei jeder **6** als Tilgung und Zinsen 2 Taler aus der Kasse.

Taler bleiben hier

BÜRGSCHAFTSBANK

FREI



8 Jeder darf sich an der BÜRGSCHAFTSBANK freiwillig mit 2 Taler pro Runde beteiligen. Erst ab mind. 8 Taler sind WIR-KRÄFTE und BIENENSTÖCKE aktiv, für die sie bürgt.



BIENENSTOCK




0 Wenn BÜRGSCHAFTSBANK und ANLEGER aktiv sind, dann erzeugt bei jeder **8** Jeder BIENENSTOCK neue Taler. Die Anzahl ist gleich eines neuen Wurfs mit 2 Würfeln.

- Depending on the function of the card, some cards can add up or multiply. If you have several company cards of the same kind, the revenue multiplies, you receive money for all of them.
- Now it is your turn to take action and buy company cards or objective cards if you wish to do so. Only one action per round is allowed.

WIR-KRAFT cards and BIENENSTOCK cards (beehive cards) also count as one action each, but do not cost money. These two cards are automatically activated in the next round.

You can contribute to the BÜRGSCHAFTSBANK (guarantee bank) with 2 Taler in every round. This does not count as an action.

- The BÜRGSCHAFTSBANK (guarantee bank) guarantees for the WIR-KRAFT and BIENENSTOCK (beehive) companies towards investors. The bank enables financing of the whole system. Therefore, if you decide to follow the "green strategy" you have to contribute to the bank with 8 Taler (2 Taler per round until you reach the total contribution of 8 Taler) and at least one player has to own the ANLEGER card (investor card).
- The game continues clockwise. A round is complete when each player has had a turn.

Main idea / philosophy behind the WIRKRAFT game:

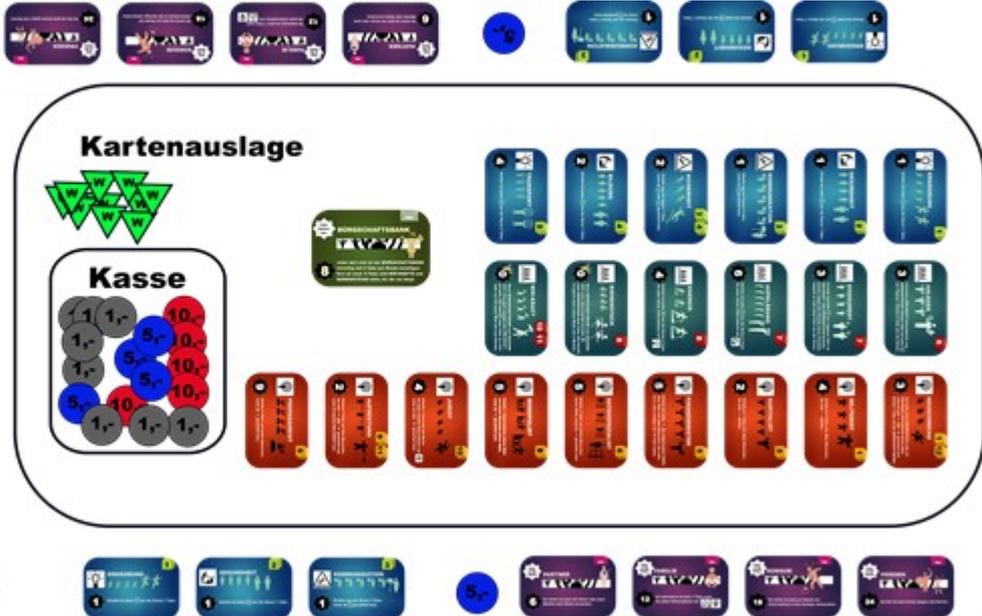
In order to buy all 4 objective cards you need to accumulate a large amount of Taler (currency of the game). To make the money, you invest your starting capital and all further income in different company cards. **You can follow different strategies.** You can invest in blue company cards and focus on your own strength and companies (blue = neutral) or you can buy an empire of red company cards (red = taking other peoples' money) or you can strive for common strength and common wealth together with other players (green = growing together with the others). Of course, you are also allowed to buy a mixture of different colours of company cards. The following overview explains the three categories more in detail:

Type:	Blue cards: Concentration on your own strength and ownership.	Red cards: Exploiting other people. Observing the game.	Green cards: Together we are strong. Together we are rich.
Advantages:	Neutral. Less burdensome. Adding up your possessions and constantly working towards your goals.	Opportunities are seized. Exploiting other people is promising high revenues.	Jointly financed ownership has multiplying beneficial effects. Eventually, its dynamics can no longer be stopped.
Disadvantages:	Opportunities and risks of the game in connection with the other players are largely ignored.	You are only as strong and as fast as the other players allow it.	More burdensome, more suitable for the long term. If you are alone to pursue this strategy, it is more difficult.

Alternative variant of the WIRKAFT game for more than 4 players:

The team of 4 players that manages to fulfil all goals of life of every player with the least number of rounds is the winning team! Document your records by sending an email to kontakt@wirkraft.org!

Spielaufbau
Für 3 Menschen



Spielverlauf
Für 3 Menschen

